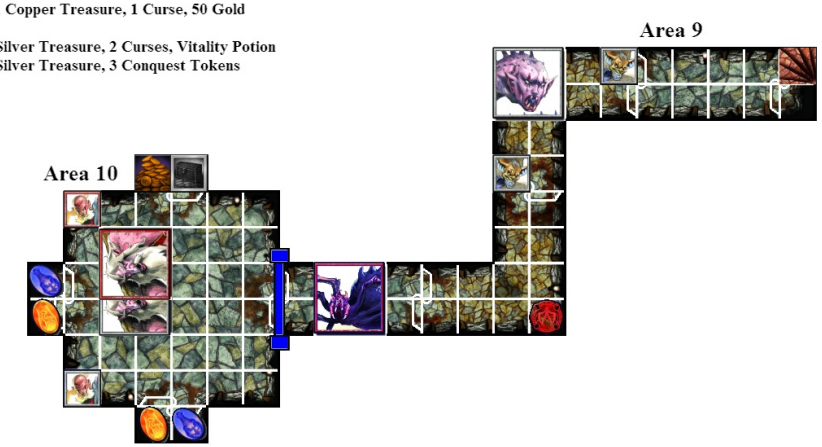
Copper Treasure 1 - 1 Copper Treasure
Copper Treasure 2 - 1 Copper Treasure, 1 Curse, 50 Gold

Silver Treasure 1 - 1 Silver Treasure, 2 Curses, Vitality Potion
Silver Treasure 2 - 1 Silver Treasure, 3 Conquest Tokens



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Family Attachments

By Edgar Matos

Scenario Background

You have heard many rumors before, but there is one that can always be heard in the background. That the huge giant has once again slain another villager. For 20 years now, your village as been tormented by this monster. Reports of a giant like no other, bigger than the old mill in the village, have spread for years. They say he wears a huge cloak to hide his ugly but muscular body, and that he likes to pick beautiful girls from the village and abduct them. Any who stand in his way are either eaten alive or simply clubbed to death. You brothers have never really paid much attention to it. You have heard it for so long now, that you just assume there's some wild beast roaming around feeding on a few unlucky villagers. That is, until the day your little sister was coming from Loxendil, the capital of the kingdom. She and your father went there to buy her a beautiful dress for her ceremony of engagement. In your village young girls are promised to their husbands when they turn thirteen years old. You were practicing your swordsmanship on the outskirts when you start hearing the wheels of your fathers cart, wrenching. They have a particular sound that you could always recognize from a far. You start running to meet them but what you face with is gruesome. This enormous shape, covered in a dirty purple robe is grabbing your trembling sister, who is holding your father, trying to wake him up. His body is completely smashed up and your sister being taken away. Although clearly deformed, the giant can take huge footsteps and he runs out of sight before you can catch him. He does leave huge footprints and you and your brothers soon agree to go and prepare to rescue your little sister and avenge the death of your father.

Mission Goals

Your goal is to slay the giant who kidnapped your little sister and bring her back alive. Although you are adopted children, your father and sister have always treated you like family and you cannot help but to give your life too see them avenged.
You start with 7 conquest tokens.

Starting Area

With anger and tears going through your eyes you were able to follow the giant's trails. You have had your troubles before so you all know how to handle a sword prety well. You followed the giant's trails for almost a whole day until you stumbled into a dead end. The footprints seem to go inside the rocks in front of you. With all your strengths you managed to move them and reveal a passage inside the mountain. Taking a last breath in, you step inside the giants lair with revenge running in your veins. The cave is dark but you have no doubts that other beings lurk inside. You catch movement up ahead and prepare for battle.

Area 1

After killing a few enemies your confidence begins to build up. You open the next door and see another long corridor. Swarms of bats linger in the ceiling. This one however is very different than the first. The floor is full of holes shaped like footprints. It seems the ground here is weaker and has caved in due to the passage of the giant.

Any non-large figures who do not have the Fly ability and end their movement next to another non-large figure who also does not have the Fly ability, will fall into a pit along with adjacent figures. If you run out of pit markers use some other type of marker.

Area 2

At the end of the corridor you see a door that seems to lead into a room at last. You hope to find your little sister inside but instead there is a totally different welcoming party. A huge spider is being held by two beastman, who are holding iron chains that attach to the spiders legs. Behind those three you spot five levers in the wall, placed in a row. A few seconds later the beastman release the spider and all of them start to charge you.

Frenzied Spider Queen has + 2 life points, +3 armor and Fear 1 ability.
Killing the Frenzied Spider Queen awards 3 Conquest Tokens.

When a hero ends his turn standing on the ? marker:
You look puzzled at the levers on the wall. There are five of them and you have no idea what each one of them does. You don't see an exit out of this room so you assume this must control some sort of secret passage. You all decide to try your luck and pull a random lever. But it seems luck isn't with you today. As you pull the second lever the door you just came in shuts on itself and a green vapor starts filling the room. You desperately run at the door trying to force it open but it won't budge. The last thing you see is each other falling helpless to the ground.

Place all the heroes figures inside Area 3 and remove all their weapons, armor and gold, but keep them in different piles so you may return them later on in the game. They may keep their potions. Also remove any web tokens they might have.

Area 3

You wake up after being knocked out for quite a while. You look around and discover you have been captured by the forces controlled by the giant. They striped you of all your weapons, armor and even money...the bastards. They did let you keep your potions, perhaps they didn't think they would represent any threat if you kept them. Although it made you defenseless that vapor did provide you with a good amount of rest and you feel your fatigue completely restored. The door on your prison is made of wood and it seems it could hold the girls the giant kidnaps, but not you. Especially not the three of you. You can probably take it down if you ram it at the same time, so you try to build as much strength as possible.

The heroes have their fatigue restored at maximum.
The heroes must roll a Red die + any black trait die as if making a melee attack. They will break down the door when the sum of their attack on a single turn is 9+. Remove the door completely when they do. They cannot battle and make 2 rolls per turn.
No additional monsters can be spawned in the map until at least 2 heroes recover their equipment.

Area 4

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As you break off the door you raise your fist, readying yourself for any guards that might be posted here. You only see a dog though, not a normal one of course but some wretched deformed hound. He jumps back at the sight of you and then prepares to attack. All you can rely on for now are your bare hands.

Area 5

You open this door still trying to catch your breath. Fighting with just your fist takes a lot more time and energy, and if you can't find you equipment back soon you might just die here. Beyond this door is a long corridor which seems to have three exits. You hear a lot of noise coming from the east, the other rooms seem more peaceful. Between you and those rooms however, is a patrol roaming the corridor that has spotted you. You strongly clutch your fists and run at it.

Area 6

You kick the door open. What you find inside this room is the second patrol taking a rest, and they don't like being disturbed.

Area 7

You open the door wondering if your equipment is even still around. Glancing at the back of the room you feel relieved at the sight of all your stuff. It seems this room is used as a storage house for stolen items and a lot of gold is laying around. But between you and your equipment are some menacing guards.

When a hero ends his turn standing on the ? marker:
You quickly pick up everyone s belongings and throw around the equipment.
Return all the equipment, weapons, armor and gold to any heroes inside this area.

Area 8

You put your ears up against the door to try and figure out what is all this noise. It seems you can hear huge thumps from a distance. Perhaps this leads to an upper level? From the room you can hear a strange laugh, then this grave voice shouting. "Hah I should be running this place not that fool Torpis. He's gotten himself a nice slave but that's all. He's nothing without him and when I see my chance I'm going to take him out. I hope you remember which side to be on now, because good followers will be greatly rewarded once I'm in command". With this last word you barge into the room. The huge ogre inside gets up from his chair and drops his mug of beer to the ground. He takes out his huge morning star, starts swinging it and shouts at the others: "Boys you can start showing who you're sided with, right now!"

Ramgar The Ogre has +4 life points, rolls an extra power die and has Command and Aura instead of Undying.

Defeating Ramgar awards 3 Conquest Tokens and a Blue Rune key.

Area 9

Going up the stairs you can feel you are getting closer to you sister. Also the shaking of the ground let's you know that. The giant can't be far now. You start to think on what the ogre was saying. So the giant's name is Torpis. At least now you can put a name on his grave when you re done with him, you think. But you decide not to linger too much in your thoughts, not until your sister is safe.

If the heroes did not kill the Frenzied Spider Queen in Area 2 place her here, if they did kill here ignore the master spider on the map.

Area 10

Finally the last room. You hear the giant s footsteps inside. You can feel the ground shaking. You can even smell him now. You have heard of other giants before but this one seems different. In the tales he's always stronger and bigger than the others as if he was a giant amongst giants. But this is no time for doubts and fear, your little sister depends on her brothers and you cannot let her die here. With a burst of courage you open the door and see a few figures inside. One of them is the giant you have been chasing, covered with a purple cape. The other two are stirring potions. One of them looks at you with a smile, as if he was expecting you. He cackles and then starts to speak. "Welcome my idiot friends. My name is Torpis and I welcome you to my lair. I see you have a strange expression in your face. You were not expecting to see me? I know you have been chasing my pupet here, but you see... you are no match for him. He's not your normal giant. Hell he's not even one giant. HE IS TWO! And with those words the giant removes the cape from his body revealing a deformed and atrocious face, arm and leg. Zolk and Grunk here were born Siamese brothers. Rejected by his mother, he was left to die, but I took care of him with my potions which allowed him to stay alive. In return he serves me with his life. Your little sister unfortunately is one of the components required for his potion you see, that's why he keeps kidnapping girls. But now that you are here perhaps there is some other potion I can conjure up with your dead bodies.

Torpis has +3 life points and the Command ability.
Killing Torpis awards 2 Conquest Tokens.

Zolk and Grunk move as if they were one giant figure (the size of the dragon base, overlap two giant figures to get that effect). They must always move together and they share their stats as if it was only one figure. They have +11 life points, +2 armor, and Quick Shot ability instead of Stun. They cannot harm Torpis even if he's affect by sweep. If they roll an X, the sum of the damage on the remaining dies is given to them instead, ignoring armor. Treat it as if they weren't coordinated and one of them happened to damage the other.

When Torpis, Zolk and Grunk are dead:
With the last of your strengths you deal the killing blow to these retched beings. How god can allow such creatures to roam the earth you do not understand but what matters now is your sister. Looking up you can see her unconscious in a hanging cage. You pull it down and open it. She is still alive and you hold her in your arms as you take her back to your village along with the good news, the murdering giant is no more.

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